

## **Assignment Story**

With a partner you will tell a choose your own adventure story by creating an engaging game with Twine. How to start to use twine is here: <https://robinscameron.github.io/DES-170-Story/TwineStorybuilding.html>

### **Task**

Your game will include:

- Some HTML CSS, and images
- At least one audio or music element
- And at least one Javascript element.
- The game should have 20 passages and
- At least two possible endings.

### **Roles**

To simplify workflow one partner will take on the responsibility of downloading twine on their computer, organizing folders and uploading to github. The other partner will take on the responsibility of creating a flowchart for the game, making design choices, creating image + audio files and edits to the text doc. Both partners will be responsible for coming up with the narrative of the game, as well as agreeing on two possible endings.

### **This project is worth 20% of your grade**

The important thing isn't the outcome, but how well you work together and attempt to implement some javascript that we are learning in class. You should be able to problem solve on your own to make the story look and feel the way that you want, utilize the discord channel for twine for answers.

<https://discord.com/invite/n5dJvPp>

Groups are as follows:

Stephen Zhang + Nathan Lerro  
Katerina Ducot + Nicolas Kozachuk  
Grace Gundrum + Lily Wojciechowski  
Kenneth Lopez + Emily Grandon + Tucker Eighmy  
David Lee + Carl Saba  
Hai Nguyen + Miranda Asral

### **Your Story will be due Thursday March 31st**

Your Story should be uploaded online (either in github or your own hosting) for anyone to access. Check your story online and debug any issues before the final critique.

### **Here are the things I'm looking for in your project**

Demonstrates an ability to work effectively in a group setting  
Creates a unique story concept, engaging to play  
Includes all relevant content requirement  
Able to create and deliver on time